

We claim:

1. A method of presenting interactive video entertainment, comprising:
providing plural viewing channels;
on certain of said channels, providing television programs;
5 on at least one of said channels, providing interactive video entertainment;
when switching away from an interactive video entertainment channel, storing
state information associated with said interactive video entertainment channel; and
when thereafter switching back to said interactive video entertainment channel,
restoring said state information.
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2. The method of claim 1, wherein the state information includes a pointer
associated with a point at which the interactive video entertainment was interrupted
when switching away from the interactive video entertainment channel.
- 15 3. The method of claim 2, wherein the state information is used to resume
transmission of the interactive video entertainment from substantially the point of
interruption.
4. The method of claim 2 in which the interactive video entertainment is
20 presented for display at a client terminal, and the method includes storing said pointer in
a store at the client terminal.
5. The method of claim 2 in which the interactive video entertainment is
provided to a client terminal from a video infrastructure, and the method includes
25 storing said pointer in a store in the video infrastructure, remote from the client
terminal.
6. The method of claim 1 further comprising:

switching between said channels using a remote control device.

7. The method of claim 1, further comprising:

- using a remote control device in conjunction with an on-screen
5 electronic programming guide to browse said plural viewing channels; and
selecting a channel providing the interactive video entertainment.

8. The method of claim 3 further comprising:

- before switching away from said interactive video entertainment channel, said
10 interactive video entertainment is transported over a first transmission frequency;
upon switching back to said interactive video entertainment channel, said
resumed interactive video entertainment is transported over a transmission frequency
different from said first transmission frequency.

15 9. The method of claim 1 further comprising:

viewing e-mail while switched away from said interactive video entertainment.

10. The method of claim 9, wherein the state information includes a pointer
associated with a point at which the interactive video entertainment was interrupted
20 when switching away from the interactive video entertainment channel and upon
switching back to said interactive video entertainment channel, resuming the interactive
video entertainment at the point of interruption without a start request.

11. The method of claim 1, wherein said interactive video entertainment is
25 overscanned.

12. The method of claim 1, further comprising:

providing an on-screen user interface with plural controls for the user to interact with said interactive video entertainment channel.

13. The method of claim 1, further comprising:

- 5 receiving a downloaded software control package in response to selecting a specific interactive content on the interactive video entertainment channel; and providing an on-screen user interface with plural controls associated with said specific interactive content.

- 10 14. The method of claim 13, wherein said specific interactive content is a multi-user interactive content.

- 15 15. A computer-readable storage medium having stored thereon computer executable instructions for performing a method of presenting an on-demand video, the method comprising:

- defining plural viewing channels;
on certain of said channels, providing television programs;
on at least one of said channels, displaying the on-demand video;
switching away from the channel displaying the on-demand video to another of
20 the plural viewing channels and storing state information associated with a point of interruption of the on-demand video; and
when thereafter switching back to the channel displaying the on-demand video, restoring said state information to display the on-demand video from substantially the point of interruption.

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16. A system for presenting video entertainment, the system comprising:

means for receiving a composite signal comprising television channels and at least one interactive video entertainment channel;

means for switching between said channels;

means for displaying said channels; and

5 means for storing state information associated with said interactive video entertainment channel;

wherein, after switching back to said interactive video entertainment channel after switching away, said state information is used to resume an earlier-commenced activity on said interactive video entertainment channel from a point of interruption.

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17. A method of presenting interactive video entertainment comprising:

receiving a composite signal comprising plural viewing channels;

on certain of said channels, providing broadcast programs;

on at least one of said channels, providing interactive video entertainment;

15 displaying a real time broadcast program, in response to a switching input received from a remote control;

recording the real time broadcast program in a memory device in response to receiving a delay input from the remote control; and

20 displaying the recorded real time broadcast program from the memory device while simultaneously continuing to record the real time broadcast program in the memory device, in response to receiving a resume input from the remote control.

18. The method of claim 17, which includes listing the copied real time broadcast program in an electronic programming guide.

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